

JOUST*

Now, the Thrill of the Arcade Game at Home



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There are alien worlds, and then there are alien worlds. Who could have predicted that you'd ever find yourself this far from home, astride an alien ostrich under attack by bird-borne avengers!

◆ Insert the JOUST cartridge in your ATARI Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick controller into Controller Jack 1, and another into Controller Jack 2 if two people are playing.

◆ Press OPTION to choose a one- or two-player game. In a two-player game, the knights sometimes battle the opponents together, and sometimes battle both the opponents and each other.

◆ Press SELECT to choose a difficulty level—Skilled, Advanced, Expert, or Novice (for beginners only).

◆ Press START to start the game, or to restart it at any time.

◆ Use your joystick to move your bird left and right. The longer you hold the joystick to the side, the faster the bird moves. Press the red button repeatedly to make him fly.

◆ Press the space bar on your computer to pause during a game. Press it again to resume play after a pause.

As a bird-borne knight, you ride an ostrich into combat, and begin the game with five lives. For each 20,000 points you score, you earn an extra life.

Your opponents are the Buzzard Riders. There are three types, each more fearsome than the last: the Bouncer (wearing red), the Hunter (wearing gray), and the Shadow Lord (wearing blue).

You and the Buzzard Riders both materialize for the first time in the gray spaces on top of the ledges. Until a bird and rider fully materialize, they're protected from attack. Once moved, however, they become fair game for a joust, in which one mounted knight attacks another. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are at the same level, the joust is a draw.

If you lose a joust, you lose a life, and you materialize again (if you have lives remaining) in a gray space. If your opponent loses a joust, his suddenly riderless mount lays an egg in frustration.

nights on Birdback!



The egg then falls through space until it comes to rest on one of the ledges, or falls into the lava and is destroyed. If it's on a ledge, pick it up quickly, or it will hatch another opponent (except at the Novice level) — a more menacing opponent at the Advanced and Expert levels.

Sometimes a fast Pterodactyl tries to eat you. To save yourself, you must be quick and precise,

turning your lance directly toward his mouth before he reaches you.

Beneath the lowest ledge lives the Troll of the Lava Pits. After the second wave, the Troll's fire burns away the bridges that have kept the jousters safe from him. Any joustier who falls into the Lava Pits dies, and if you fly too near the Pits, the Troll's hand reaches out and draws you toward the deadly lava (except at the

Novice level). If the Troll captures you, you may be able to escape — fly fast and hard to break his grip.

When you've vanquished all your opponents and picked up all the eggs in a wave, a new wave with new menaces begins. The waves are:

Survival Wave If you make it through this entire wave, you're awarded 3000 extra points.

Egg Wave All your opponents start as eggs. Eat the eggs quickly, before they hatch.

Pterry Wave This wave starts with the marauding Pterodactyl on the screen.

Team Wave (2 players) If neither player unseats the other, both earn 3000 points.

Gladiator Wave (2 players) The first player to unseat the other gets 3000 points.

SCORING

Unseating A Buzzard Rider

Bouncer  500

Hunter  750

Shadow Lord  1500

Picking up Eggs

First one eaten per round 250

Second one eaten per round 500

Third one eaten per round 750

Fourth and all succeeding per round 1000

Eating an egg in midair bonus 500

Surviving Survival Wave 3000

Cooperating in Team Wave 3000

Unseating Other Player in Gladiator Wave 3000

Unseating Other Player at Other Times 1000

Destroying a Pterodactyl 1000

Losing a Life 50

You earn an extra life for every 20,000 points you score. Each player's current score and number of lives left are shown at the bottom of the screen. Player 1 to the left and Player 2 to the right. No more than four lives can be shown, even if more have been earned. Final scores remain on the screen during the demonstration sequence that follows each game.



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